Introduction to Digital Media

Petra Klusmeyer & Frieder Nake
Winter Term 2019/20

Papers to study and present, for credit (3 October 2019)

In the *Outline* of this course you find the following paragraph about one of two conditions we require for credit:

> »The *cooperative effort*. We build twelve study groups of up to five students each. We have the three topics described above. Each topic will be associated with four groups. (In total, 3 topics x 4 groups x 5 students = 60 students.) For each of the three topical blocks, we offer four publications, i.e. one paper for each of the study groups. Each group thoroughly studies their assigned publication and discusses it internally, in detail. The groups present their results at the second meeting of their topical block. Each group has 45 minutes for the presentation, including time for discussion. – The group should also formulate a set of questions for the invited speaker of their block.«

To summarize and repeat this: Already at our first meeting (on the 21st of October!), we build those groups of five students, and each group chooses their paper. *This is particularly important for the four groups of topic one, "computability". For they must present already on the 4th of November.*

Here are a few hints for your work as a study group:

- You should, as a group, schedule for the meetings you will need to discuss your paper, plan for the presentation, and rehearse it early enough.

- Individually read your paper very early.

- Have a first meeting of your group to discuss the paper's contents. You must, among yourselves, develop a good understanding of the contents, the main statements, and the impact.

- Have another meeting to discuss and decide on what you want to select for the presentation, what to add to the presentation beyond the pure paper, and a first structure of the presentation. You are required to look for work your authors have done later and recently. Include this in an appropriate way in your presentation.

- Meet to work out the details of your presentation, the slides, etc..

- Try to make your presentation a remarkable *media* event. Always think of your fellow students. They want to understand what you say and show.

Don't be shy: send us email when you think you need assistance! We will try our best.

We know that group work is a bit harder than individual work. But in the end, it is rewarding as a joint experience.

Here is the list of papers for you to choose from.

topic	paper	form
computability COM	Alan M. Turing: Computing machinery and intelligence. In [4], 49-64	online
	Joseph Weizenbaum: Computer power and human reason (excerpt). From judgment to calculation. In [4], 367-375	online
	Ivan E. Sutherland: Sketchpad. A man-machine graphical communication system. In [4], 109-126	online
	Lev Manovich: New media from Borges to HTML. In [4], 13-25	online
interactivity INT	Peter Wegner: Why interaction is more powerful than algorithms. In [3], 80-91	copy
	Jennifer Preece, Yvonne Rogers, Helen Sharp: Interaction design. Beyond human-computer interaction. New York, NY: John Wiley & Sons 2002, 165-182	copy
	Jens F. Jensen: Interactivity. Two papers [7]	copy
	Michael Naimark: Realness and Interactivity. In [1], 455-459 Tim Oren: Designing a new medium. In [1], 467-479	copy
connectivity CON	Peter Lunenfeld: Hypertext. The alphanumeric phoenix. In [2], 44-54	copy
	Peter Lunenfeld: The world wide web. In search of the telephone opera. In [2], 70-84	copy
	Hubert L. Dreyfus: The hype about hyperlinks. In [5], 8-26	copy
	Geert Lovink, Ned Rossiter: Introduction. In [6], 3-16	copy

References

[1] Brenda Laurel (ed.): *The art of human-computer interface design*. Reading, MA: Addison-Wesley 1990

[2] Peter Lunenfeld: *Snap to grid. A user's guide to digital arts, media, and cultures*. Cambridge, MA: MIT Press 2000

[3] Communications of the ACM 40, 5 (1997)

[4] Noah Wardrip-Fruin, Nick Montfort (eds.): *The new media reader*. Cambridge, MA: MIT Press 2003

[5] Hubert Dreyfus: On the Internet. London, New York: Routledge 2001

[6] Geert Lovink & Ned Rossiter: Organization after social media. Colchester, New York: Minor Compositions 2018

[7] [a] Jens F. Jensen: Interactivity. Tracking a new concept. In: U. Carlsson (ed.): Media and Communication Studies. Nordicom Review 12, 1 (1998) 185-2004 – [b] Jens F. Jensen: The concept of interactivity – revisited. In: Proceedings of the 1st international conference on designing interactive user experiences for TV and video. New York: ACM 2008, 129-132

The book [4] is entirely available online, and thus all the four papers we chose from it. (https://monoskop.org/images/4/4c/Wardrip-Fruin_Noah_Montfort_Nick_eds_The_New_Media_Reader.pdf)

We will provide paper copies or pdf files of the other papers.

Yes, the papers are of different lengths, and yes, some are more difficult than others. They are also not very balanced, and they are kind of old. The issue here is that the old is not per se bad, but often to the contrary; easy reading may be more difficult to draw conclusions from than difficult reading; and a short text may require more reading from other sources than a long one. Engage, and make, as a group, something remarkable out of your text!